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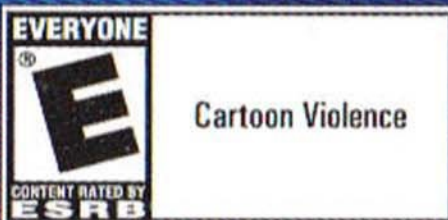
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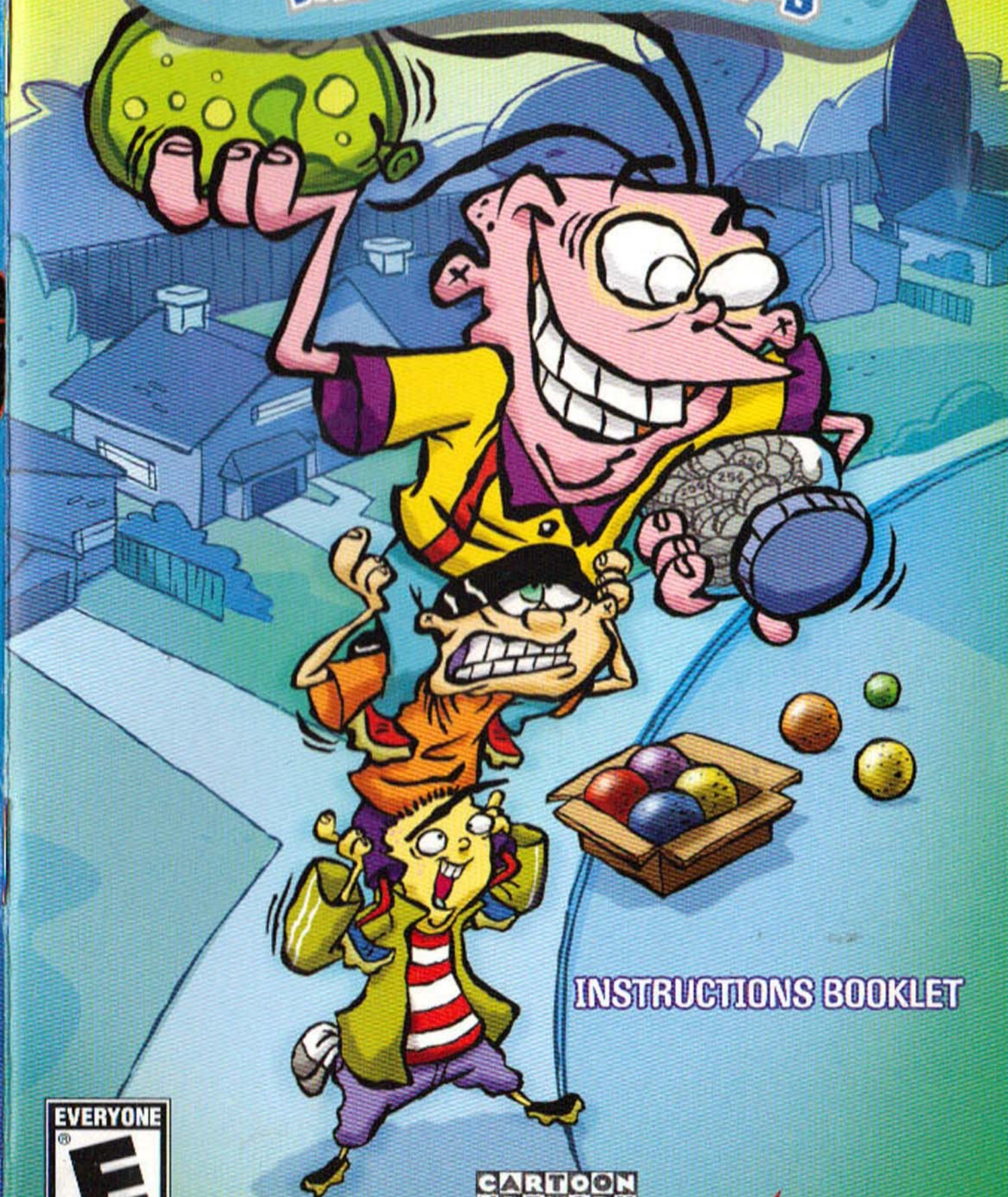
PlayStation 2

MIDWAY



EmuMovies

Ed, Edd n Eddy™ THE MIS-EDVENTURES



INSTRUCTIONS BOOKLET



CARTOON
NETWORK
INTERACTIVE

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

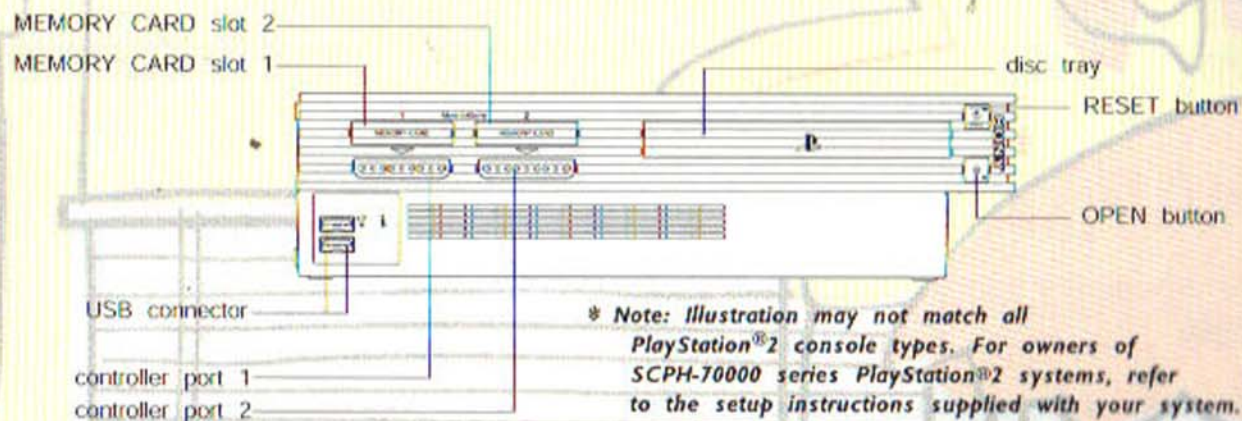
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

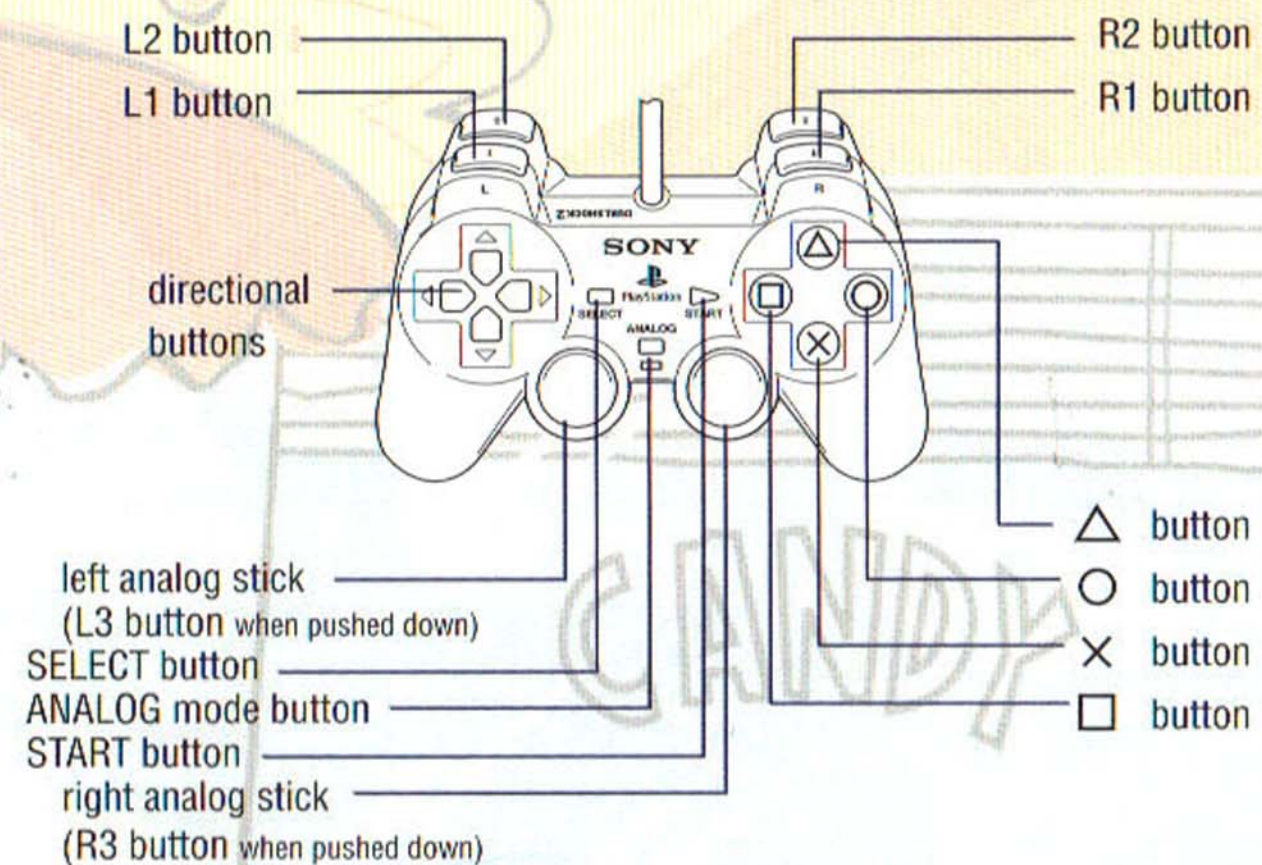
When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "Ed, Edd and Eddy: The Mis-Edventures" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

QUITTING A GAME IN PROGRESS

During the game, press the  button to display the Pause Menu. Press the directional buttons  to select the Options Menu. Press the directional buttons  to select **Exit to Menu**. Press the  button to return to the Main menu.









STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Ed, Edd and Eddy: The Mis-Edventures does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

Throughout this manual, , ,  and  will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (, ,  or  depending on the menu) to highlight a selection.

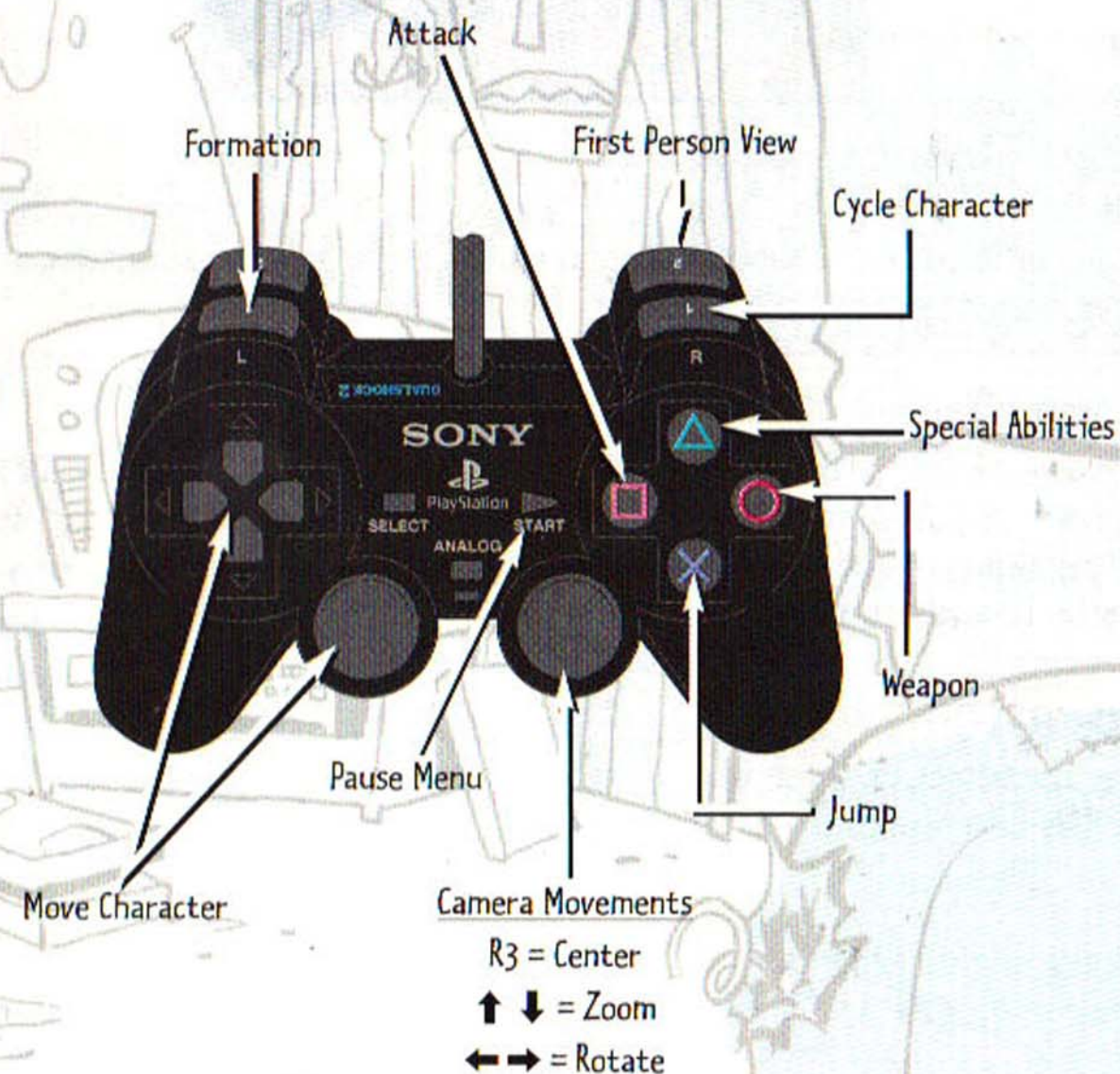
ED, EDD & EDDY



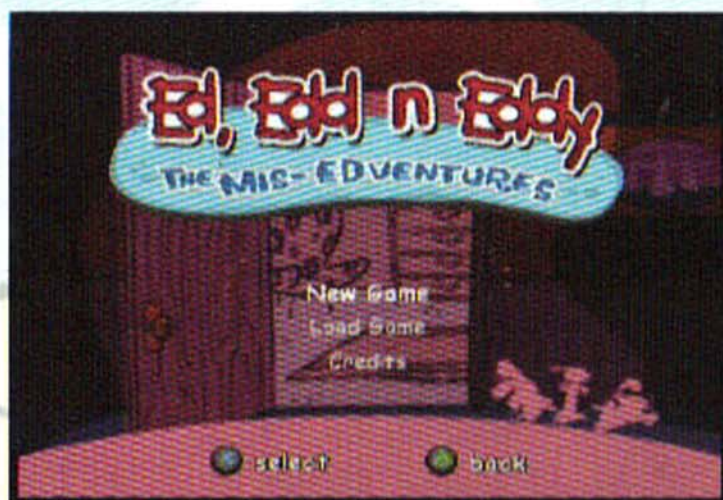
NEIGHBORHOOD SOCIETY FOR THE PURSUIT OF JAWBREAKERS

Ed, Edd n Eddy are collectively known as "The Eds", and it's impossible to imagine one without the other two nearby. Ed likes "B" monster movies and model kits, and doesn't bathe much. No rocket scientist, Ed is easily talked into Eddy's harebrained schemes. Edd (a.k.a. "Double Dee") is smart, very neat and unnaturally polite. Edd labels his belongings. Eddy is the impetuous leader of the Eds and loves being the center of attention. Eddy knows all the neighborhood's secret hideouts and the recipe for the "El Mongo Stink Bomb".

CONTROLS



MAIN MENU



NEW GAME

Select this option to get started. As you begin playing for the first time, on-screen instructions will help walk you through and get you accustomed to the environment and controls.

LOAD GAME

If you've already played and saved a game, select this option to access your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. Your saved games will be displayed and available to select. Select a saved game, then press the \otimes button to load the saved game and continue your adventure.

CREDITS

View the names of those who worked long hours to bring you Ed, Edd and Eddy: The Mis-Edventures.

PAUSE MENU

During the game, press the \blacktriangleright button to display the Pause Options menu. Here you'll have access to game options and updated information about your game progress. Press the directional buttons \leftarrow or \rightarrow to cycle the Options, Status and Objectives menus.

OBJECTIVES

The Objectives screen displays your current objectives. You can return to this screen at any time if you need a little reminder.

OPTIONS

Jawbreakers

Get an update on how many jawbreakers you've collected. Highlight a Jawbreaker, then press the \otimes button to see what kind you have.

Costumes

Select this option to view any costume pieces that you've acquired. Once you've collected all the pieces of a costume, a bonus level will be unlocked.

Easter Eggs

Any collected Easter Eggs will be displayed on this menu. Highlight and select an easter egg to turn it On or Off.

Cheats

The Cheat menu displays cheat options available in the game. It is only available once you've collected all of the jawbreakers. Press the directional buttons \leftarrow or \rightarrow to turn them On or Off.

Setup

Press the directional buttons \leftarrow or \rightarrow to make adjustments to the game's **Sound** or **Music** volume. You can turn your DUALSHOCK®2 analog controller's **Vibration** feature On or Off.

The game's **Autosave** feature will save the game progress automatically at the completion of each level. Collectibles will be saved as you find them. **Note:** In order to save your games using Autosave, you must have a memory card in MEMORY CARD slot 1. A memory card icon will appear when autosaving.

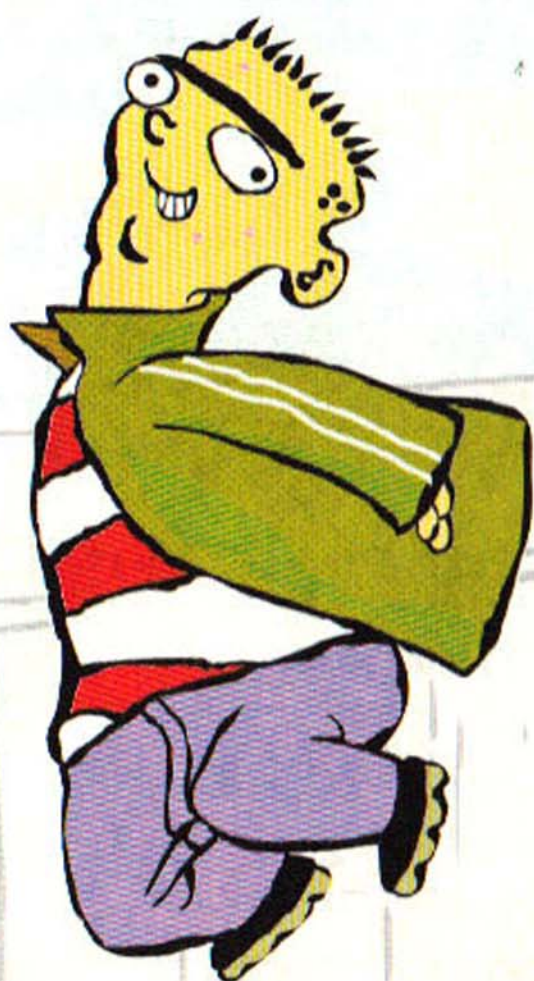
You can also turn the **Invert Camera** options On or Off.

STATUS

The Status menu gives you a complete rundown of your collected items and status in the game. Press the directional buttons \uparrow or \downarrow to scroll through the different Status screens.



PLAYABLE CHARACTERS



Ed is into "B" monster movies and model kits. Not the brains of the threesome, he is easily talked into participating in whatever hare-brained scheme Eddy has dreamed up. His uncanny physical strength often comes in handy, even though he is quick to break out in a rash.

Attack: Head-Ed (Ⓢ button)

Formation: Batter-Ed Ram (L1 button)

Special Abilities: Lift and throw (△ button);

Dig ability (△ button when in the sand box)

PLAYABLE CHARACTERS



Edd is really smart, really quiet and unnaturally polite. Exempt from gym class since the dodge ball incident, Edd spends his free time studying chemistry and biology in the library. Edd's parents communicate with him solely through sticky notes.

Weapon: Sling Shot (Ⓢ button - unlimited ammo)

Attack: Ruler (Ⓢ button)

Formation: Trampol-Edd (L1 button)

Special Ability: Enable Device/Disable Device (△ button)

PLAYABLE CHARACTERS



The unofficial leader, Eddy, has been labeled a megalomaniac by his report card and loves to be the center of attention. Though he pretends to know it all, the things that Eddy knows best are the location of all the abandoned tree houses in the neighborhood and the secret recipe for the El Mongo Stink Bomb. Among the Eds, Eddy is the man with the plan.

Weapon: Stink Bomb (● button - unlimited ammo)

Attack: Chain Wallet (■ button)

Formation: Tower of Eddy (L1 button)

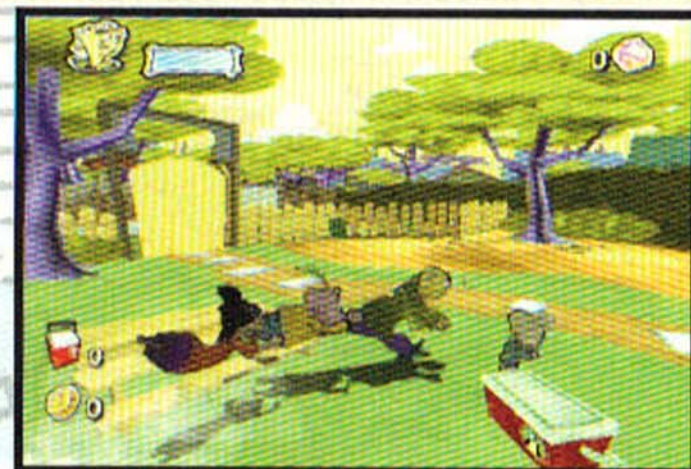
FORMATIONS

The Eds can execute special actions through the use of formations. The formations are dependent on the active current leader of the group. You must press the **L1 button** to maintain the Formation mode. The three formations are:

BATTER-ED FORMATION

Pressing the **L1 button**, with Ed in the lead, will join the characters together like a battering ram that will quickly build up necessary speed to move or break an unstable object.

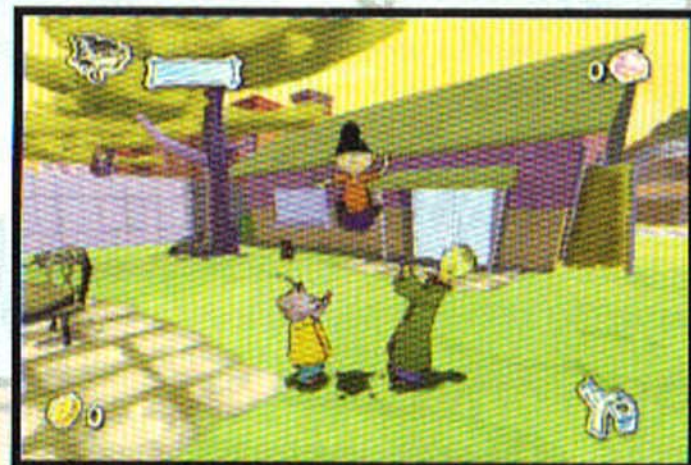
Note: Ed must be the active leader to perform this formation.



TRAMPOL-EDD FORMATION

With Edd as the leader, press the **L1 button** and Eddy and Ed become a trampoline. This formation allows Edd to temporarily separate from the group to reach remote locations or objects.

Note: Edd must be the active leader to perform this formation.



TOWER OF EDDY FORMATION

With Eddy in the lead, press the **L1 button**, and the Eds will form a three man pillar. This formation allows Eddy to climb up high to retrieve, throw or carry objects.

Note: Eddy must be the active leader to perform this formation.



THE HUB

The Hub is a navigable location that links all the levels together. It contains the entry points to the Cul-de-sac, the Junkyard, the Trailer Park and the two bonus levels.

The hub also includes a Vintage Jawbreaker Dispenser. The Jawbreaker Dispenser gives the player randomly selected jawbreaker flavors when they insert the required amount of money (see **Jawbreakers**, pg. 13).

You can collect money and interact with many objects and NPCs (non-playable characters) inside the Hub.

LEVELS (SCAMS)

Levels are physical areas where a Scam takes place. Six Levels and two bonus levels are accessible through the hub. There is one main Scam and several Sub-scams per level.

Types of Scam

You'll encounter different kinds of scam as the game progresses:

Standard: The three Eds work together to reach the scam's goal.

Stealth: The Eds must go through an area without being seen.

Rescue: One or two of the Eds are missing! The remaining Ed(s) must find a way to save his friend(s).

Chase / Race: The Eds must reach the scam's goal before somebody else, or try to finish the scam before time runs out.

Objectives

In order to complete a scam, the player must achieve several objectives (5 to 10 per scam). Objectives can be linked to sub-scams while other will simply be environmental puzzles.

BONUS LEVELS

In each environment, the player can unlock a bonus level by collecting costumes and props (see **Sand Boxes**, pg. 13). Once opened, Bonus Levels become accessible from the hub and offer different gameplays with a faster pace.



HELPFUL HINTS

General Hints

Having a hard time figuring out what to do? Try exploring with a different ED in the lead. Objects they can interact with will glow the same color as their shirts. For example, if you're stuck in an area, try playing as Double Dee. As Double Dee, if an object glows Orange, stand in front of it and press the **A** button. This will activate the object and help you finish the level. Ed's objects are Green. Eddy's objects are Yellow.

Ed loves to dig! In every Scam, there is a Sand Box. Jump in the box with Ed and press the **A** button for a surprise. In every Scam there is a Chicken Chase. Play as Ed because Ed loves chickens! Catching all the Chickens and collecting their Eggs unlocks something special!

There are hidden Jawbreakers throughout the game. Try finding them all!

Break open crates to find coins to use to buy jawbreakers.

CUL-DE-SAC & HUB

In the Playground, you'll find a big Jawbreaker Machine. If you have enough money, you can buy Jawbreakers by switching to Double Dee, standing in front of the machine and pressing the **A** button.

Once scams are unlocked they can be played again by walking up to the floating Arrows.

Look out for two hidden levels that you can only enter if you've dug in all the sand boxes! The first hidden level is available after scam three and the second one is available after scam six.

SCAM One

Don't forget to explore all the backyards. You don't want to miss any ice chests! Break them open by using the **□** button with one of the characters and then collect the ice block that comes out. When you see a sand box, use Ed to dig up a surprise!

You can get rid of some animals by using the **□** button, while others are only stunned...Ed can also pick up and throw animals once they are stunned. Switch to Ed and press the **A** button to pick them up. Press the **A** button again to throw them.

Look out for the Red Squirrels! They'll stick to you and bite! Jump a couple of times to get them off of you and give them a good whacking with your **□** button to get rid of them.

That pesky dog can be distracted by throwing a cat at him. That's right...throw a cat. Go to the previous yard, find the fat cat, change to Ed, stun the cat with Ed's head and pick it up by pressing the **A** button. Carry him over to the dog and throw the cat at the dog by pressing the **A** button but don't get too close to the dog!

Shoot down those dolls! Switch to Double Dee, jump on the picnic table, press the **R2** button to switch to First Person View, aim at the dolls and fire away by pressing the **○** button! There are three dolls. You need to knock them all down by hitting them with the water balloons. Break open the cooler by using the **□** button to hit it. Pick up the ice. You should have 3 out of 5 ice blocks now!

Sarah and Jimmy just ran into the next house with the open window! Scare them out of that house so you can get more ice for your scam by throwing squirrels in there until they run out. Stun, pick up and throw the brown squirrels just like you did with the cat but watch out for the red squirrels!

Stuck in the Kitchen? Switch to Ed and pick up the refrigerator by pressing the **A** button (be sure to press it when you are at the bottom end of the fridge.) Now throw it at that locked door! Don't forget to pick up your ice. Next Batter-Ed through the door.

The tool shed is next. Break open the crates to get some money. Exit through the gray closed door.

Once out of the tool shed head over to Rolf's blue shed to use his meatball machine to make your snow cones. Whoops, Rolf won't let you use it so you have to figure out a new scam. Batter-Ed on the gate of the pig pen. Once the pigs get out help Rolf by putting the pigs back in the pen. You may have to use some of the hay to keep them in. Once the pigs are back in the pen go back to the blue shed.

HELPFUL HINTS

SCAM Two

Enter scam 2 by stepping onto the man hole cover below the big blue arrow in the Cul-De-Sac.

Where did all those rats come from?! Those big purple pipes! Break them with a basic attack.

Gators! These guys are mean! You would be too if your owner flushed you down the toilet and you had to eat sewage. They take about 4 hits to defeat. On the good side, they also give the most coolectables, (health)!

When Ed, Edd, and Eddy are on the first platform, they have to get down into the sewer water and walk over to the ledge of the second platform. With Double Dee in the lead press the formation button (L1 button) and Trampol-Edd up onto the ledge using the C button. Once Double Dee is on the ledge turn the valve using the A button.

Double Dee Targets: If you see Blue Circles on things, shoot them like you did Jimmy's dolls by going into first person mode, aim and shoot! They let you know that if you shoot them...good things will happen. Remember to look around. Sometimes valves, targets, and locks are hidden behind other things.

Watch out for those clams! They're like the Red Squirrels, except they don't disappear. Pick them up with Ed and throw them out of the way. If one gets on you jump until it falls off.

There are two hidden rooms in the Sewer. Try using the Batter-Ed on walls that look different from others.

Once you enter the room with Jonny walk over to him. Then shoot the targets, find and spin all the valves and lower the sewage. Then find Plank!

Having a hard time at the party breaking those Pinata's? Try pressing the X button when doing the Trampol-Ed. That should give you an extra boost to break those things open.

Are the Kankers getting the best of you? Aim for the Pinatas that Marie stands under.

Don't forget to look for the sand box for Ed to dig in.

SCAM Three

Those Tool Racks can be knocked over by using the Batter-Ed on them. They form ramps that will help you access other areas. You need to use the Tower-of-Eddy to walk on them. As Eddy press the formation button (L1 button) then walk up the ramp.

Jimmy and his dolls are such a pain but you have to help out or Sarah won't let you use the picnic table. First get rid of all the red squirrels. Then get the dolls down for Jimmy by going into the Tower-of-Eddy and pressing the C button. Be sure you stand right next to the Sand Box before you press the B button to let them go. Once you get the dolls down Sarah will move off the picnic table and you can Batter-Ed the picnic table over to the low part of the fence so you can jump over the fence. Don't forget to dig in the sand box with Ed.

There's a secret area in that wooded path. Use the Batter-Ed to find it!

If the tractor is blocking your path Double Dee can start it using the A button but he has to get to the right side of the tractor. You will need to use the Trampol-Edd to get on a path to the other side of the tractor.

See those cages above Jonny's head? Shoot them down with your Slingshot! The Bees will attack Jonny when he drops his honey!

Trying to get past the dog? Well there are no cats to distract him with. Climb up on the boards then switch to Eddy, to use the Tower-of-Eddy to walk on the board between stacks. Use Double Dee to open the steel door.

The dog in the way again? Switch to Eddy, and jump into the Cardboard Box by pressing the A button. Now you can sneak past the dog, when he's not looking. Move carefully and only when he's not looking!

Sneak past Jonny by using the Tower of Eddy and hiding behind poles by using the A button when you are close to the pole

If you get too close to the other kids, a "?" will appear above their heads. This means get back...they see you.

HELPFUL HINTS

You can sneak past Nazz by hitting the School Bell with your Slingshot or jumping into the Box.

Get past Jimmy painting, by switching to Ed, walking back around the hill, Lift and Throw the paint at Jimmy. That will scare him away. You can also deface his paintings by switching to Eddy, and pressing the A button in front of them.

Sneak past Sarah and Jimmy by jumping in the Bush, just like you did with the cardboard box when you snuck past the dog or by throwing Stinkbombs at them.

Kevin is a tough one to get past. Switch to Double Dee, sneak up to the side of the Tractor and press the A button and stay close to it while it moves. This should keep you out of Kevin's sight.

Don't forget to search for the hidden level in the cul-de-sac when you finish this scam. It will be available if you dug in all the sand boxes so far.

SCAM FOUR

You're going to need all your skills for this one. If you can't figure out an area, switch to a different ED and look for his glowing color.

Remember to use Batter-Ed to break through weak looking boards, smash crates, and look behind and on top of things for switches and items to pick up. Remember to use Tower-of-Eddy when you have to walk across thin boards or beams.

Looking for the sand box in this scam? Look all around and back behind tight corners right after the Whack-A-Jimmy game.

When you need to start the generator you need to find the four power cells. They are all color-coded so pay close attention to the colors.

There are some hidden goodies in the building with the balloons painted on the front but its very hard to get into. Use the pattern of the balloons for putting the power cells in the generator to get the door open.

SCAM FIVE

Be careful of things that swing from the ceiling.

Look for holes in the walls for Double Dee to Trampol-Edd through.

Trophy Cups belong on a Pedestal.

Look all around in the basement for the sand box!

SCAM SIX

Remember to look for patterns. Colors of power cells are important. You need to find all three power cells.

See that piece of junk car? Batter-Ed it like you did the picnic table in Scam 3.

Final battle with the Kankers. Use Eddy to stun Red Squirrels with Stinkbombs. Use Ed to pick up the stunned Squirrels and throw them at Ed's square targets. Then use the Batter Ed to knock over the Pillars that hold up the Kankers.

Don't forget to search for the hidden level after you finish this scam. It will be available somewhere in the woods if you dug in all the sand boxes.

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Includes 8 retro-racing classics!

MIDWAY ARCADE TREASURES 3



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PlayStation 2



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Cartoon Violence

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